Call of Duty

&

Call of Duty United Offensive

Dedicated Server Install Instructions

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Installing Call of Duty and Call of Duty United Offensive on a Windows server is easy. Just follow the following steps and you'll have one up and running in no time flat.

The first thing to learn about setting up a server is that there is no right or wrong way. If it works, then it works. I've been running game servers for about two years now and have seen so many different setups that all work. So if your reading this and thinking, "hey that won't work" then let me be the first to say that I've got 5 CoD servers running right now with the following information.

Infinity Ward, in their infinite wisdom, did not include a dedicated server install like most all quake engine games including MOHAA so us server admins must upload the game files to our dedicated machines. If all you have is a dial up connection……go rent a server cause you don't have enough time to upload the files ;) Really though, there is over 1GB of data that you'll need to upload if your setting up a CoD server. Now lets get down to it.

The files needed for a windows server are easily enough located on the game CDs. That is right, you DO NOT need to install to your pc first. Just go to your CDs and find the X:\Setup\Data directory whereas X: is your CD drive. You should see something like this on your CoD 1 CD.
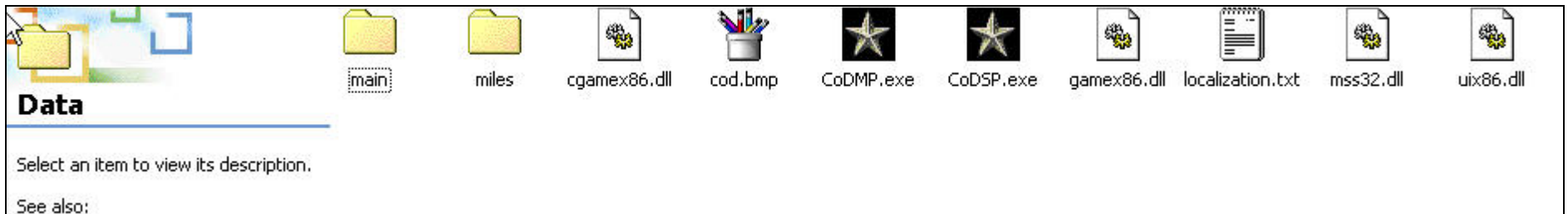

What I like to do is zip all of the files together and upload them to my FTP site. You can do them by Disk1 and then Disk2 or copy all of them to your Harddrive, zip them all at once, and upload one giant file. Your pleasure as to how you do it. Bottom line is you must have the files from the X:\Setup\Data directory from Disk1 & Disk2. The files from Disk2 look something like this
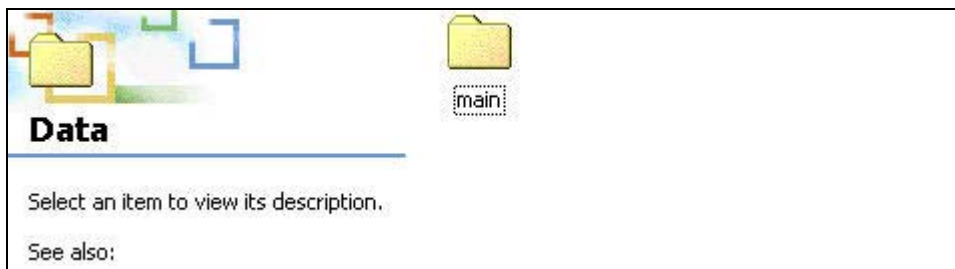

Now, don't let this fool you. Just because there is a single folder from Disk2 that you need to upload don't think its any smaller. This folder contains most of your pk3 files. You must combine the contents of this folder with those found on Disk1.

I like to install my game servers in a simply named server directory in the root of the drive. Such as "C:\GameServers" is one that works for me. Create a folder called "GameServers" then under that create a folder called "CoD". So your directory structure should look something like this.
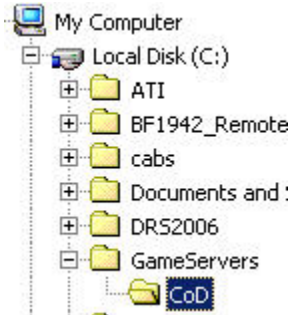
Now extract your newly uploaded files to this directory. The directory should look something like this
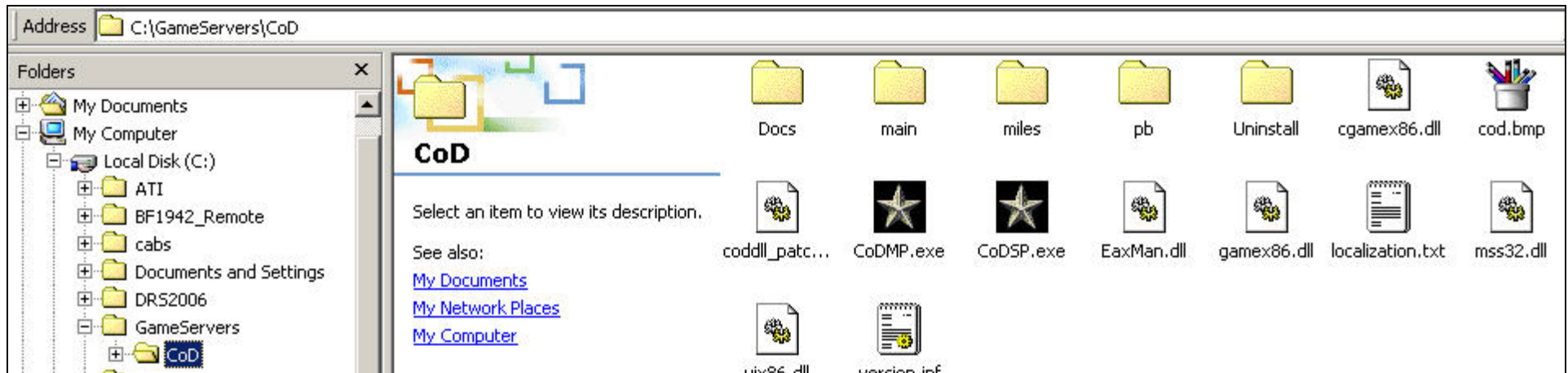
Now that you have all of the files in place your ready to start your server's config file.

Server Configuration

First rule is that you shouldn't name your config file server.cfg. Not sure why, but I've heard many stories of admins having trouble with their server and this being the cause.

Open notepad and create a new document. Change the file exstension from .txt to .cfg and now your ready to go. Copy and paste the following into this document.

```
set sv_hostname "My CoD Server"
set scr_motd "Welcome to my server"

// To add colored text simply add the following for color.  An example of  "^4This is a ^1Test" would look like This is a Test
// ^1 = red
// ^2 = green
// ^3 = yellow
// ^4 = dark blue
// ^5 = light blue (cyan)
// ^6 = magenta
// ^7 = white


//Passwords
set g_password "" // sets a password on your server.  Put nothing between the quotes for no password
seta rconpassword "xxxx"  //Rcon password used to admin your server from within the game
set sv_privatepassword "xxxx" //Password players can enter to use private slots
// Private slots are server space reserved for those that enter the password.  The server may appear full, but those entering the correct password would
// be allowed in.



//console log - 0=no log 1=buffered 2=continuous 3=append
set g_logsync "2"
set g_log "games_mp.log" //Name given to the servers log file

//Network Settings
set net_ip 67.18.70.4  //IP address of the game server.  I like to specify this in the command line but you can do as you wish
set net_port 28960 // Port that the server will use.  Only one game server per port, per IP address
set sv_maxping 250 // Maximum ping allowed on the server
set sv_minping 0 // Minimum ping allowed on the server
```

```
set sv_maxrate 25000  //Maximum connection rate for players to the server.  Set lower if your server doesn't have a lot of bandwidth
set sv_minrate 0 // Minimum rate allowed to connect
set com_hunkmegs "256"

//Player Slot Settings
set sv_maxclients "28" // Maximum number of players allowed to connect.  This number INCLUDES private slots
set sv_privateclients "6" //Number of player spaces reserved for those with the private slot password
set g_banIPs "" // IP bans

// Idle Players, Spectators, and Timeouts
set g_inactivity "120"  //Kicks players that show no activity for xxx seconds
set g_inactivityspectator "240" //Kicks spectating players after they have been in spectate for  xxx seconds
set sv_timeout "300"  // Kicks players that have timed out for more than xxx seconds

// Reports your server to master browsers so players can find your server
sets sv_master1 "codmaster.activision.com"
sets sv_master2 "master.gamespy.com:28960"
sets sv_master3 "master0.gamespy.com"
sets sv_master4 "clanservers.net"
sets sv_master5 "codauthorize.activision.com"
seta sv_gamespy "1"

// Team Settings
set scr_drawfriend "1"  // Tells the server to draw an avatar above friendly players
set scr_forcerespawn "0" // A setting of 1 forces players to respawn on respawn type games

//weapon settings

set scr_allow_bar "1" //0 - disable weapon 1 - enable weapon
set scr_allow_bren "1"
set scr_allow_enfield "1"
set scr_allow_fg42 "0"
set scr_allow_kar98k "1"
set scr_allow_kar98ksniper "1"
set scr_allow_m1carbine "1"
set scr_allow_m1garand "1"
set scr_allow_mp40 "1"
set scr_allow_mp44 "1"
set scr_allow_nagant "1"
```

```
set scr_allow_nagantsniper "1"
set scr_allow_panzerfaust "0"
set scr_allow_ppsh "1"
set scr_allow_springfield "1"
set scr_allow_sten "1"
set scr_allow_thompson "1"


// advanced settings

set scr_allow_vote "0"  // scr_allow_vote and g_allowvote must BOTH be set to 0 to disable voting
set g_allowvote "0"
set g_allowvotetempbanuser "0"
set g_allowvotetempbanclient "0"
set g_allowvotekick "0"
set g_allowvoteclientkick "0"
set g_allowvotegametype "0"
set g_allowvotetypemap "0"
set g_allowvotemap "0"
set g_allowvotemaprotate "0"
set g_allowvotemaprestart "0"

// KillCam
set scr_killcam "0" // 0 Turns killcam off and 1 turns killcam on
set scr_freelook "0" // 1 allows players to free spectate after they are dead
set scr_spectateenemy "0" // 1 allows players to spectate their own team as well as the enemy

// Auto Team Balance
set scr_teambalance "1" // Set to 1 to allow the server to auto balance teams.  Set to 0 to disable


// Friendly Fire
set scr_friendlyfire "3" //0 - off 1 - on 2 - reflect damage 3 - Shared

// PURE server settings
set sv_pure "1"

//GameType Settings
```

```
//Behind Enemy Lines Default Description (bel)
set scr_bel_alivepointtime "15" // Number of seconds to get a point for staying alive as allied.
set scr_bel_scorelimit "75" // Round will end when team reaches xxx score
set scr_bel_timelimit "20" //  Game will end after xx minutes

//Deathmatch Default Description (dm)
set scr_dm_scorelimit "50" // Round will end if player reaches xx points
set scr_dm_timelimit "30" // Game will end after xx minutes

//Retrieval Default Description (re)
set scr_re_graceperiod "15" // Time at round start where spawning and weapon choosing is still allowed, 0 - 60 seconds
set scr_re_roundlength "5" // Round will end after x minutes
set scr_re_roundlimit "0" // Game will end after x number of rounds have been played
set scr_re_scorelimit "0" // Round will end when team reaches xxx score
set scr_re_showcarrier "0" // Objective carrier will show on compass when set to 1
set scr_re_timelimit "20" // Game will end after xx minutes

//Search and Destroy Default Description (sd)
set scr_sd_graceperiod "15" // Time at round start where spawning and weapon choosing is still allowed, 0 - 60 seconds
set scr_sd_roundlength "3" // Round will end after x minutes
set scr_sd_roundlimit "0" // Game will end after x number of rounds have been played
set scr_sd_scorelimit "0" // Round will end when team reaches xxx score
set scr_sd_timelimit "15" // Game will end after xx minutes

//Team Deathmatch Default Description  (tdm)
set scr_tdm_scorelimit "100" // Round will end when team reaches xxx score
set scr_tdm_timelimit "20" // Game will end after xx minutes

//HeadQuarters Default Description (hq)
set scr_hq_timelimit "20" // Game will end after xx minutes
set scr_hq_scorelimit "450" // Round will end when team reaches xxx score

//PUNKBUSTER
PB_SV_ENABLE  // Enables PunkBuster anti-cheat.  Enter pb_sv_disable to disable PB
WAIT // Pauses the server for PB to load

// Set starting game type
set g_gametype "dom" //gametype: bel, dm, re, sd, tdm, hq
```

```
// Map rotation.

// The rotation.  Note the gametype can change at every map change if so desired.
set sv_mapRotation "gametype sd map mp_stalingrad gametype hq map mp_neuville gametype sd map mp_bocage gametype re map mp_brecourt
gametype sd map mp_carentan gametype hq map mp_dawnville gametype sd map mp_depot gametype hq map mp_harbor gametype sd map
mp_hurtgen gametype sd map mp_pavlov gametype sd map mp_railyard gametype sd map mp_powcamp gametype sd map mp_rocket gametype re
map mp_chateau"

MAP_ROTATE // Begins the servers rotation

// SETS/PUBLIC INFO (stuff that shows up in server info)

sets g_needpass "0"              // tell's ASE etc the server is passworded
sets .Admin "|BoS|Brian"        // Make it your IRC or site nick maybe (optional)
sets .Email "brian.b@bos-clan.com"     // You're email address (optional)
sets .URL "http://www.bos-clan.com"    // your website here (optional)
sets .Host "http://www.bos-clan.com"   // host website here (optional)
sets "URL" "http://www.bos-clan.com"   // your website here (optional)
```

Not all maps are compatible with all of the game types. Here is a list for you

Map Name	DM	TDM	SD	RE	BEL
mp_brecourt	X	X	X	X	X
mp_carentan	X	X	X	X	X
mp_chateau	X	X		X	X
mp_dawnville	X	X	X	X	X
mp_depot	X	X	X	X	X
mp_harbor	X	X	X	X	X
mp_hurtgen	X	X	X	X	X
mp_pavlov	X	X	X	X	X
mp_powcamp	X	X	X	X	X
mp_railyard	X	X	X	X	X
mp_rocket	X	X	X	X	X
mp_ship	X	X		X	X

The cvars listed in the above config do not exhaust all cvars for the game. There are a lot more.

You'll now need to save this newly created config file in your call of duty main directory. Should be something like: C:\Program Files\Call of Duty\Main

Be sure to edit the config file as you desire. Be sure to edit the IP address and Port required.

Now your set.

Starting your New Game Server

You now need to enter your command line switches. This is where a lot of people differ. If someone's server is running, but their switches are not like yours it doesn't mean they did it wrong or you did it wrong. There is simply an endless configuration of possibilities.

Personally, I run all of my game servers as a service. However, for the purpose of this document we'll not do that. Maybe later I'll add a section on how to install a service for you game server.

First off, you need to create a short-cut on your desktop for the server. You may already have a shortcut for your Call of Duty Multiplayer game, and if you do your in luck. Simply copy the short cut and paste it on the desktop. Rename the shortcut to SERVER.

Now, right-click on the short cut and select 'Properties'. You should now be looking at something like this
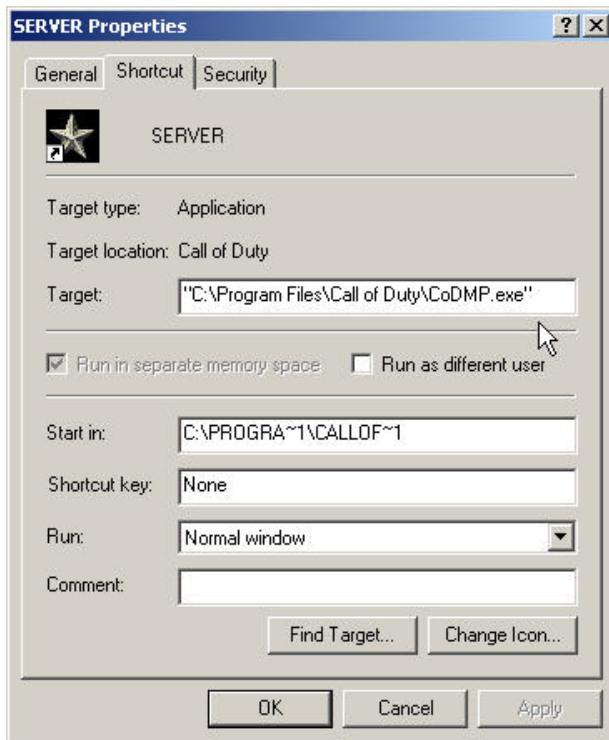
The box labeled "Target" is what we are concerned with.
Be sure to edit the Target and Start in lines to point to your game server directory if they don't already.
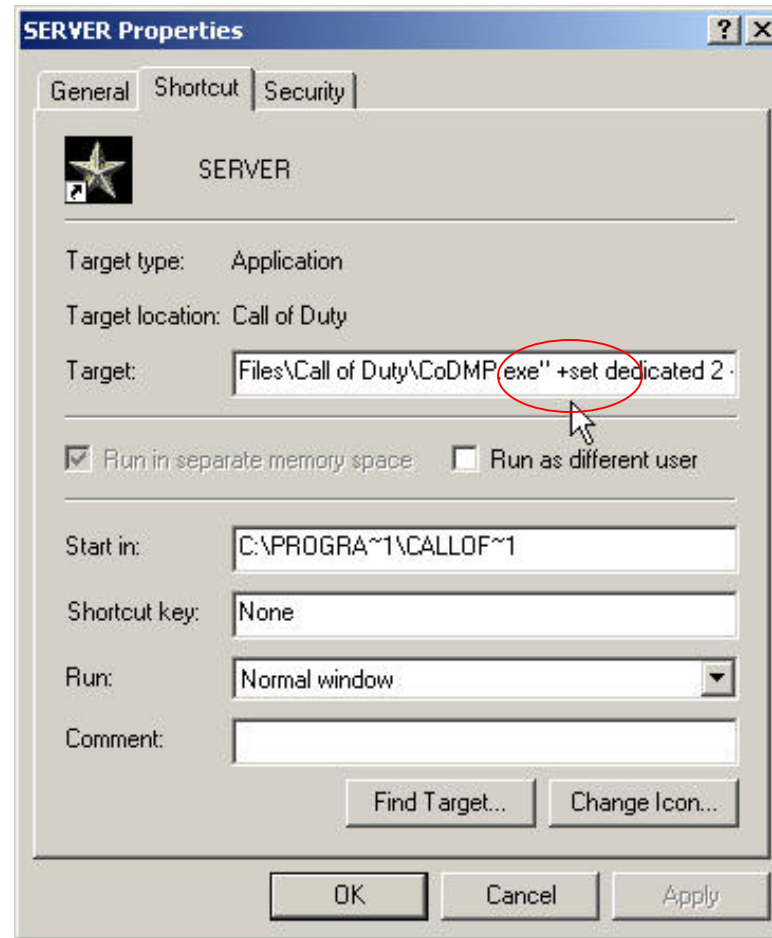
Now you need to enter your command line switches. I'll show you what I use and explain those. It is up to you what you use, but a couple are a must have.

+set dedicated 2 +set net_ip 67.18.70.5 +set fs_homepath "C:\GameServers\BoS\CoD_I" +exec bosserver.cfg

Each '+' represents a new switch. So in this string there are actually 4 switches

1. +set dedicated 2
    a. Tells the server to run as a dedicated internet server
2. +set net_ip 67.18.70.5
    a. Specifies the IP address of the game server.
    b. If you are behind a firewall, you need to enter your internet IP address and not your local IP
3. +set fs_homepath "C:\GameServers\BoS\CoD_I"
    a. Specifies the path to the game server
    b. This switch is recommended by punkbuster
4. +exec bosserver.cfg
    a. Executes your server config file.
    b. Replace "bosserver" with the name of your config file

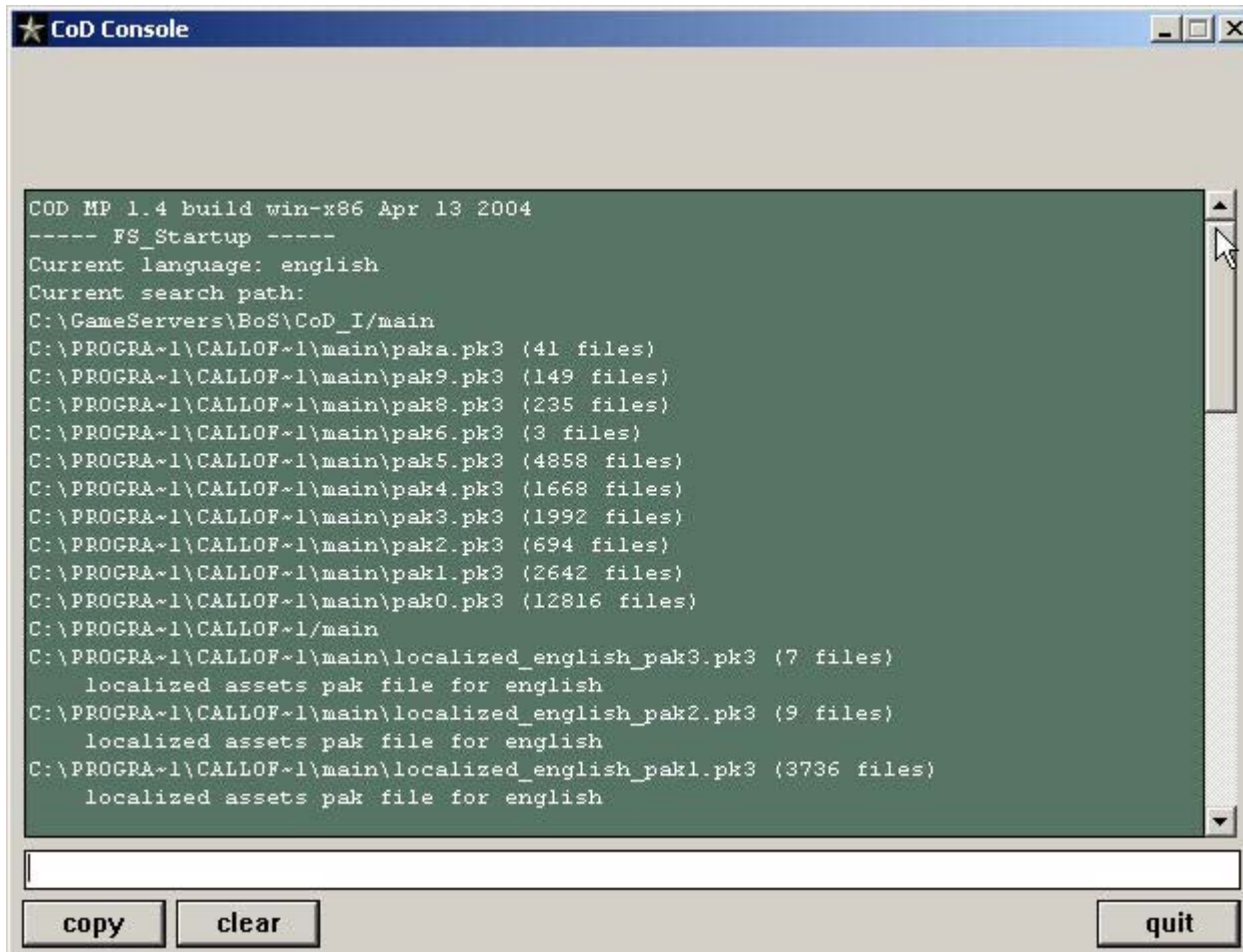Now our short cut should look like this

Notice how I simply added the command line switches to the end of the Target line. Make sure to add a space after the quotation mark "

Now click 'Apply' and your new short cut should be ready for use!

Click 'OK' and then run the shortcut.

Your game server should be running!

A console window should open and you should be able to read what is going on with your server. When loading it should look something like this


```
★ CoD Console                                    _ □ ×

COD MP 1.4 build win-x86 Apr 13 2004
----- FS_Startup -----
Current language: english
Current search path:
C:\GameServers\BoS\CoD_I/main
C:\PROGRA~1\CALLOF~1\main\paka.pk3 (41 files)
C:\PROGRA~1\CALLOF~1\main\pak9.pk3 (149 files)
C:\PROGRA~1\CALLOF~1\main\pak8.pk3 (235 files)
C:\PROGRA~1\CALLOF~1\main\pak6.pk3 (3 files)
C:\PROGRA~1\CALLOF~1\main\pak5.pk3 (4858 files)
C:\PROGRA~1\CALLOF~1\main\pak4.pk3 (1668 files)
C:\PROGRA~1\CALLOF~1\main\pak3.pk3 (1992 files)
C:\PROGRA~1\CALLOF~1\main\pak2.pk3 (694 files)
C:\PROGRA~1\CALLOF~1\main\pak1.pk3 (2642 files)
C:\PROGRA~1\CALLOF~1\main\pak0.pk3 (12816 files)
C:\PROGRA~1\CALLOF~1/main
C:\PROGRA~1\CALLOF~1\main\localized_english_pak3.pk3 (7 files)
    localized assets pak file for english
C:\PROGRA~1\CALLOF~1\main\localized_english_pak2.pk3 (9 files)
    localized assets pak file for english
C:\PROGRA~1\CALLOF~1\main\localized_english_pak1.pk3 (3736 files)
    localized assets pak file for english

  copy      clear                                quit
```

If you are having trouble with your game server, this window can give you many valuable clues as to why. When troubleshooting a problem always look here first.

Installing a United Offensive Server

First off you need Call of Duty. Follow the instructions above.

Now you can upload the UO files required. It is very similar to CoD.

The files needed for a windows server are easily enough located on the game CDs. That is right, you DO NOT need to install to your pc first. Just go to your CDs and find the X:\Setup\Data directory whereas X: is your CD drive. You should see something like this on your UO 1 CD.
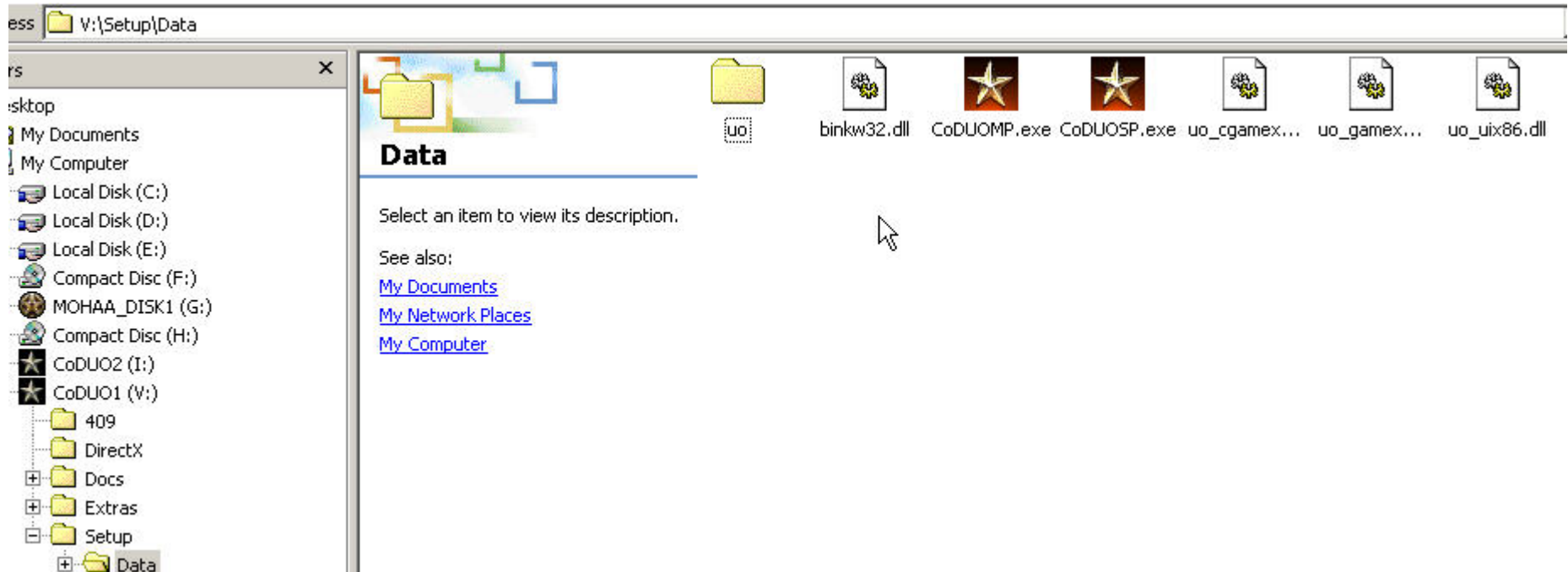

What I like to do is zip all of the files together and upload them to my FTP site. You can do them by Disk1 and then Disk2 or copy all of them to your Harddrive, zip them all at once, and upload one giant file. Your pleasure as to how you do it. Bottom line is you must have the files from the X:\Setup\Data directory from Disk1 & Disk2.

You'll now need to do disk2. It's contents should be something like this
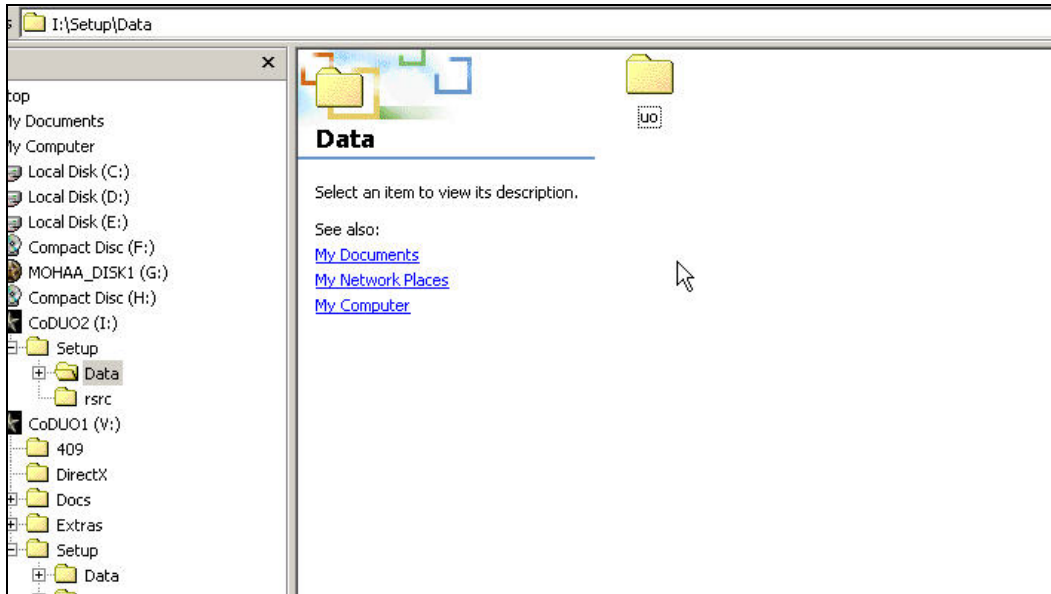
Remember, you only need the data within the Setup/Data directory on both CDs.

Now you need to upload the files to your FTP site and then extract to your already existing CoD install. If you followed my instructions above you should be extracting to something like this.
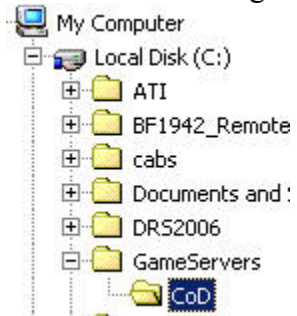
Your directory should now look like this
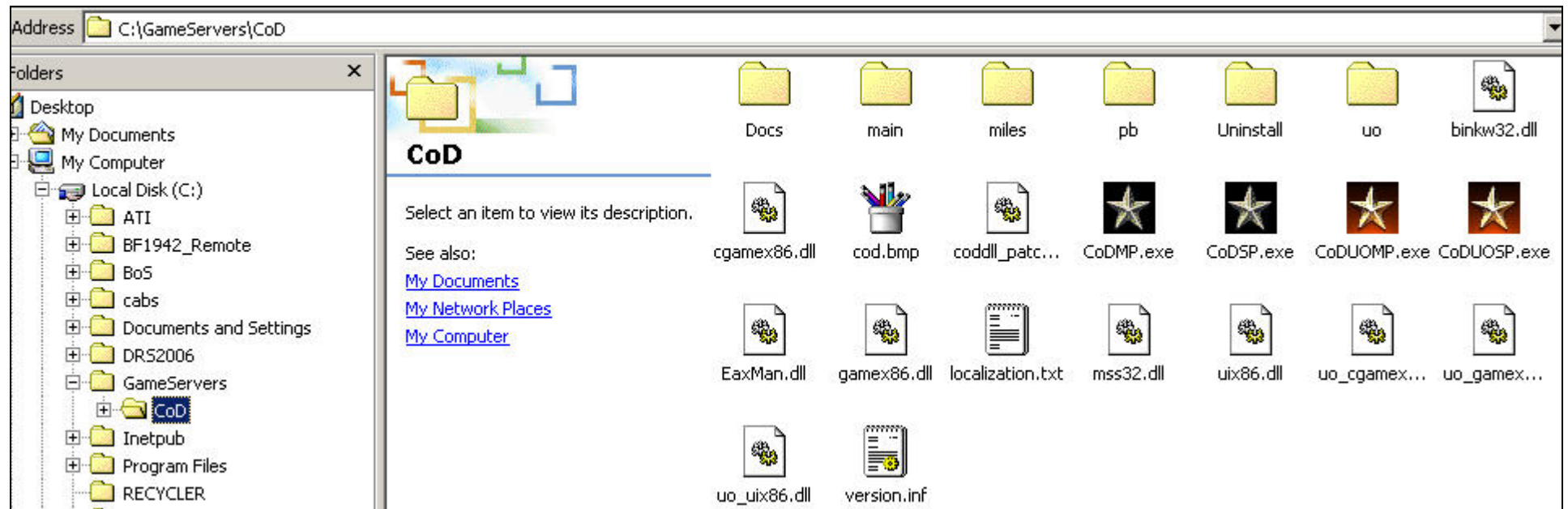
Now your ready to install patches!

You'll now need to install the patches. I'll give instructions on how to install the 1.4 patch.

You'll need to add a few registry entries.

Copy the info below and paste it into a text document.

```
Windows Registry Editor Version 5.00

[HKEY_LOCAL_MACHINE\SOFTWARE\Activision\Call of Duty]
"InstallPath"="C:\\GameSe~1\\CoD"
"Language"="1"
"Version"="1.0"
"codkey"="xxxxxxx"
```

Be sure to enter your codkey to replace the x's above.

Save the text document and then change the extension to .reg from .txt

Your file should have changed from this CoD.txt to this CoD.reg

Now just double click on the new .reg file and it will add to your system's registry. You should now be able to install the 1.4 patch.

UO Server Config

First rule is that you shouldn't name your config file server.cfg. Not sure why, but I've heard many stories of admins having trouble with their server and this being the cause.

Open notepad and create a new document. Change the file exstension from .txt to .cfg and now your ready to go. Copy and paste the following into this document.

```
set sv_hostname "^5|BoS|^1United Offensive^4 100Mbps!"
set scr_motd "^5|BoS| ^1United Offensive Server"

// ^1 = red
// ^2 = green
// ^3 = yellow
// ^4 = dark blue
// ^5 = light blue (cyan)
// ^6 = magenta
// ^7 = white

//Passwords
set g_password "" // sets a password on your server
seta rconpassword "xxx"
set sv_privatepassword "xxx"




//console log - 0=no log 1=buffered 2=continuous 3=append
set g_logsync "2"
set g_log "games_mp.log"

//Network Settings
set net_ip 67.18.70.4
set net_port 28960
set sv_maxping 250
set sv_minping 0
set sv_maxrate 25000
set sv_minrate 0
```

```
//Server Ram Settings
set com_hunkmegs "256"

//Player Slot Settings
set sv_maxclients "28"
set sv_privateclients "6"
set g_banIPs ""

// Idle Players, Spectators, and Timeouts
set g_inactivity "120"
set g_inactivityspectator "240"
set sv_timeout "300"

// Corpse Time
set sv_zombietime "5"

// Death Messages
set sv_obituary 1


// MASTER SERVERS TO REPORT TO

sets sv_master1 "coduomaster.activision.com"
sets sv_master2 "master.gamespy.com:28960"
sets sv_master3 "master0.gamespy.com"
sets sv_master4 "clanservers.net"
sets sv_master5 "coduoauthorize.activision.com"
seta sv_gamespy "1"

//weapon settings
set scr_allow_bar "1" //0 - disable weapon 1 - enable weapon
set scr_allow_bren "1"
set scr_allow_enfield "1"
set scr_allow_fg42 "0"
set scr_allow_kar98k "1"
set scr_allow_kar98ksniper "1"
set scr_allow_m1carbine "1"
set scr_allow_m1garand "1"
set scr_allow_mp40 "1"
```

```
set scr_allow_mp44 "1"
set scr_allow_nagant "1"
set scr_allow_nagantsniper "1"
set scr_allow_panzerfaust "1"
set scr_allow_ppsh "1"
set scr_allow_springfield "1"
set scr_allow_sten "1"
set scr_allow_thompson "1"
set scr_allow_pistols "1"
set scr_allow_satchel "1"
set scr_allow_smoke "1"
set scr_allow_grenades "1"
set scr_allow_flamethrower "1"
set scr_allow_artillery "1"
set scr_allow_bazooka "1"
set scr_allow_mg34 "1"
set scr_allow_dp28 "1"
set scr_allow_mg30cal "1"
set scr_allow_gewehr43 "1"
set scr_allow_svt40 "1"

// vehicle settings

set scr_allow_flak88 "1"
set scr_allow_su152 "1"
set scr_allow_elefant "1"
set scr_allow_panzeriv "1"
set scr_allow_t34 "1"
set scr_allow_sherman "1"
set scr_allow_horch "1"
set scr_allow_gaz67b "1"
set scr_allow_willyjeep "1"

// advanced settings
set scr_allow_vote "0"
set g_allowvote "0"
set g_allowvotetempbanuser "0"
set g_allowvotetempbanclient "0"
set g_allowvotekick "0"
```

```
set g_allowvoteclientkick "0"
set g_allowvotegametype "0"
set g_allowvotetypemap "0"
set g_allowvotemap "0"
set g_allowvotemaprotate "0"
set g_allowvotemaprestart "0"
set scr_shellshock "1"
set scr_drophealth "0"
set scr_battlerank "1"

// KillCam
set scr_killcam "0"
set scr_freelook "0"
set scr_spectateenemy "0"

// Auto Team Balance
set scr_teambalance "1"


// Friendly Fire
set scr_friendlyfire "3" //0 - off 1 - on 2 - reflect damage 3 - Shared

// PURE server settings
set sv_pure "1"

//Downloads from server
seta sv_floodProtect "1"
seta sv_timeout "300"
seta sv_reconnectlimit "3"
seta sv_allowAnonymous "1"
seta sv_allowdownloads "0"
seta sv_dl_maxRate "42000" //max download speed 42000 = 12kb

//HTTP Redirect Downloads
seta sv_wwwDownload "0"
seta sv_wwwBaseURL ""
seta sv_wwwDlDisconnected "0"
```

```
// Gametype Settings

// gametype bas (Base Assault)
set scr_bas_scorelimit "0"
set scr_bas_timelimit "20"
set scr_bas_roundlimit "2"
set scr_bas_roundlength "20"
set scr_bas_respawn_wave_time "10"
set scr_bas_startrounddelay "5"
set scr_bas_endrounddelay "5"
set scr_bas_clearscoreeachround "1"


// gametype ctf (Capture the Flag)
set scr_ctf_scorelimit "7"
set scr_ctf_timelimit "20"
set scr_ctf_roundlimit "0"
set scr_ctf_roundlength "10"
set scr_ctf_startrounddelay "5"
set scr_ctf_endrounddelay "5"
set scr_ctf_clearscoreeachround "1"
set scr_ctf_showoncompass "0"


// gametype dom (Domination)
set scr_dom_scorelimit "7"
set scr_dom_timelimit "20"
set scr_dom_roundlimit "0"
set scr_dom_roundlength "20"
set scr_dom_respawn_wave_time "10"
set scr_dom_startrounddelay "5"
set scr_dom_endrounddelay "5"
set scr_dom_clearscoreeachround "0"


//Behind Enemy Lines Default Description
set scr_bel_alivepointtime "15"
set scr_bel_scorelimit "75"
set scr_bel_timelimit "20"
```

```
//Deathmatch Default Description
set scr_dm_scorelimit "50"
set scr_dm_timelimit "30"

//Retrieval Default Description
set scr_re_graceperiod "15"
set scr_re_roundlength "5"
set scr_re_roundlimit ""
set scr_re_scorelimit ""
set scr_re_showcarrier "0"
set scr_re_timelimit "20"

//Search and Destroy Default Description
set scr_sd_graceperiod "15"
set scr_sd_roundlength "3"
set scr_sd_roundlimit ""
set scr_sd_scorelimit ""
set scr_sd_timelimit "15"

//Team Deathmatch Default Description
set scr_tdm_scorelimit "100"
set scr_tdm_timelimit "20"

//HeadQuarters Default Description
set scr_hq_timelimit "20"
set scr_hq_scorelimit "450"

//PUNKBUSTER
PB_SV_ENABLE
WAIT

// Set starting game type
set g_gametype "bas" //gametype: bel, dm, re, sd, tdm, hq, dom, bas, ctf

// Map rotation.

set sv_maprotation "gametype bas map mp_foy gametype dom map mp_italy gametype ctf map mp_kharkov gametype dom map mp_kursk
gametype bas map mp_ponyri gametype dom map mp_rhinevalley gametype ctf map mp_sicily gametype dom map mp_uo_stanjel gametype ctf
```

map mp_berlin gametype dom map mp_cassino gametype ctf map mp_arnhem gametype dom map mp_foy gametype bas map mp_italy gametype dom map mp_kharkov gametype bas map mp_kursk gametype dom map mp_ponyri gametype bas map mp_rhinevalley gametype dom map mp_arnhem gametype dom map mp_berlin gametype ctf map mp_cassino gametype dom map mp_sicily "

MAP_ROTATE

// SETS/PUBLIC INFO (stuff that shows up in server info)

sets g_needpass "0"   // tell's ASE etc the server is passworded
sets .Admin "|BoS|Brian"   // Make it your IRC or site nick maybe (optional)
sets .Email "brian.b@bos-clan.com"   // You're email address (optional)
sets .URL "http://www.bos-clan.com"   // your website here (optional)
sets .Host "http://www.bos-clan.com"   // host website here (optional)
sets "URL" "http://www.bos-clan.com"   // your website here (optional)

The config file for UO, unlike CoD, belongs in the UO directory. Should be "like" c:\gameservers\CoD\UO

MAP NAME	DM	DOM	HQ	RET	SD	TDM	BAS	BEL	CTF
mp_arnhem.bsp	X	X	X	X	X	X		X	X
mp_berlin.bsp	X	X	X	X	X	X		X	X
mp_cassino.bsp	X	X	X	X	X	X		X	X
mp_foy.bsp	X	X	X	X	X	X	X	X	X
mp_italy.bsp	X	X	X	X	X	X	X	X	X
mp_kharkov.bsp	X	X	X			X		X	X
mp_kursk.bsp	X	X	X			X	X	X	X
mp_ponyri.bsp	X	X	X			X	X	X	X
mp_rhinevalley.bsp	X	X	X			X	X	X	X
mp_sicily.bsp	X	X	X	X	X	X		X	X
mp_uo_stanjel.bsp	X	X	X	X	X	X		X	X

Not all of the maps are compatible with all of the game types. Use the above grid as a guideline.

The cvars listed in the above config do not exhaust all cvars for the game. There are a lot more.

Be sure to edit the config file as you desire. Be sure to edit the IP address and Port required.

Now your set.

Starting your New Game Server

You now need to enter your command line switches. This is where a lot of people differ. If someone's server is running, but their switches are not like yours it doesn't mean they did it wrong or you did it wrong. There is simply an endless configuration of possibilities.

Personally, I run all of my game servers as a service. However, for the purpose of this document we'll not do that. Maybe later I'll add a section on how to install a service for you game server.

First off, you need to create a short-cut on your desktop for the server. You may already have a shortcut for your Call of Duty - United Offensive Multiplayer game, and if you do your in luck. Simply copy the short cut and paste it on the desktop. Rename the shortcut to SERVER.

Now, right-click on the short cut and select 'Properties'. You should now be looking at something like this
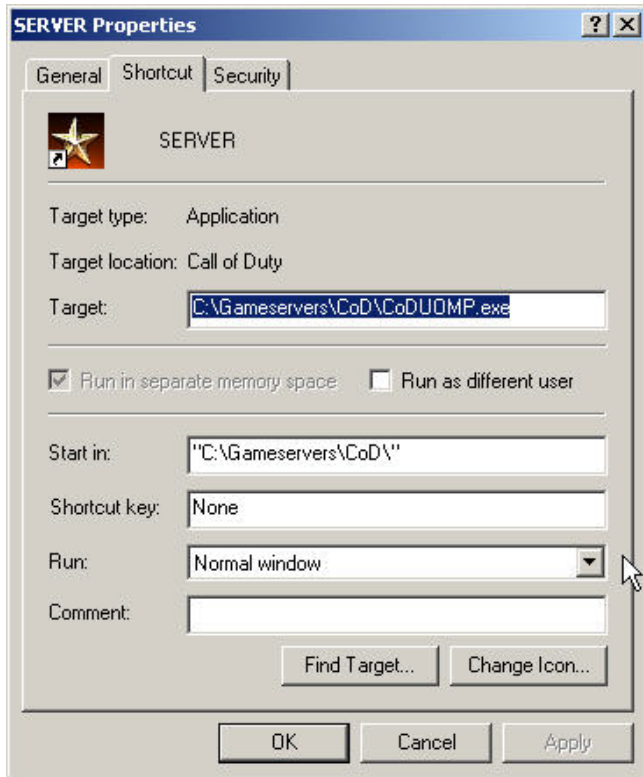
Be sure to edit the Target line and Start in line to point to your new install. If you followed along, the picture above should show the write path.

Now you need to enter your command line switches. I'll show you what I use and explain those. It is up to you what you use, but a couple are a must have.

+set dedicated 2 +set net_ip 67.18.70.5 +set fs_homepath "C:\GameServers\CoD" +exec bosserver.cfg

Each '+' represents a new switch. So in this string there are actually 4 switches

5. +set dedicated 2
    a. Tells the server to run as a dedicated internet server
6. +set net_ip 67.18.70.5
    a. Specifies the IP address of the game server.
    b. If you are behind a firewall, you need to enter your internet IP address and not your local IP
7. +set fs_homepath "C:\GameServers\CoD"
    a. Specifies the path to the game server
    b. Useful for HTTP redirect. If this line is in your command line then you do not need to put the redirected files within a directory called UO.
8. +exec bosserver.cfg
    a. Executes your server config file.
    b. Replace "bosserver" with the name of your config file
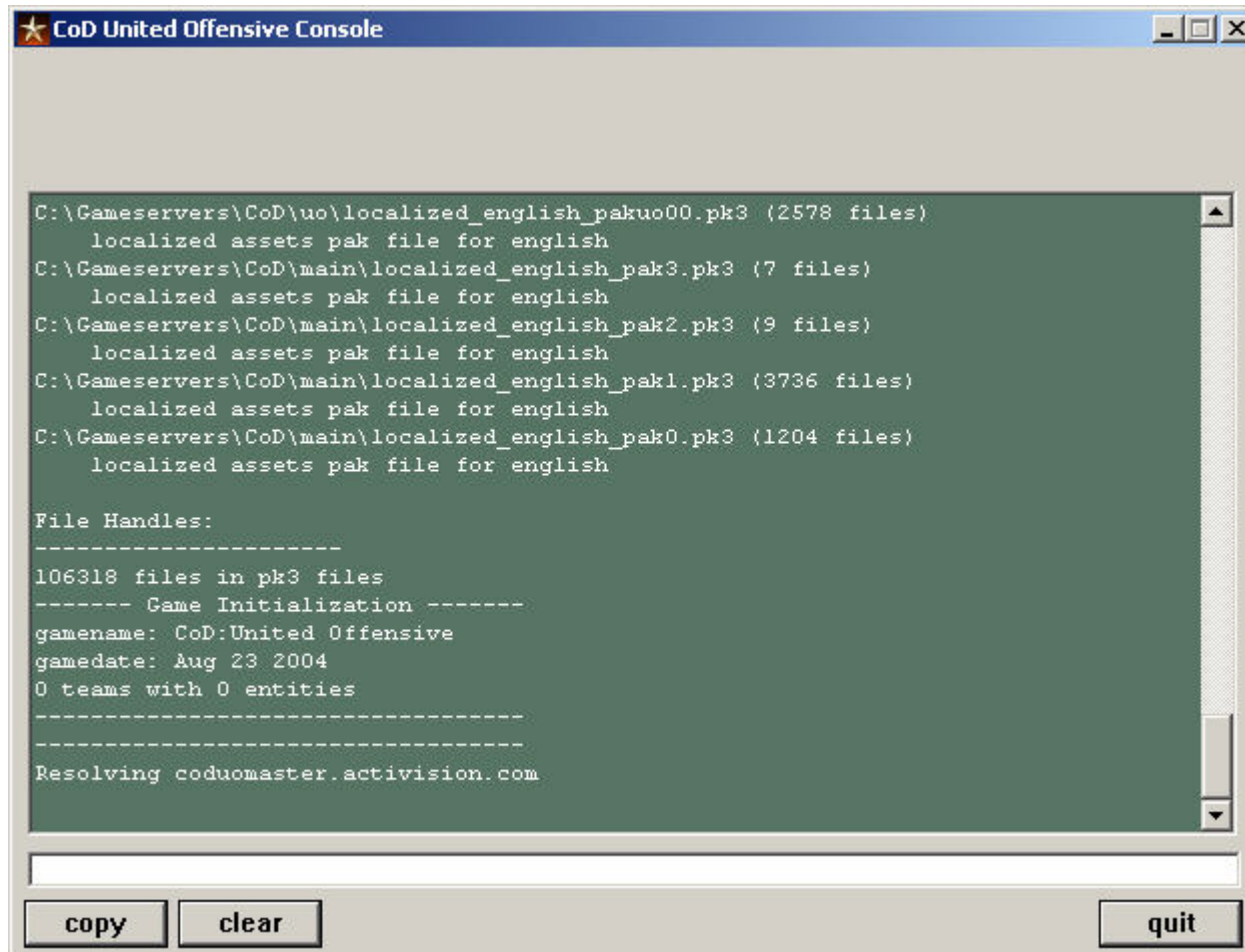
Your shortcut target should look something like this now
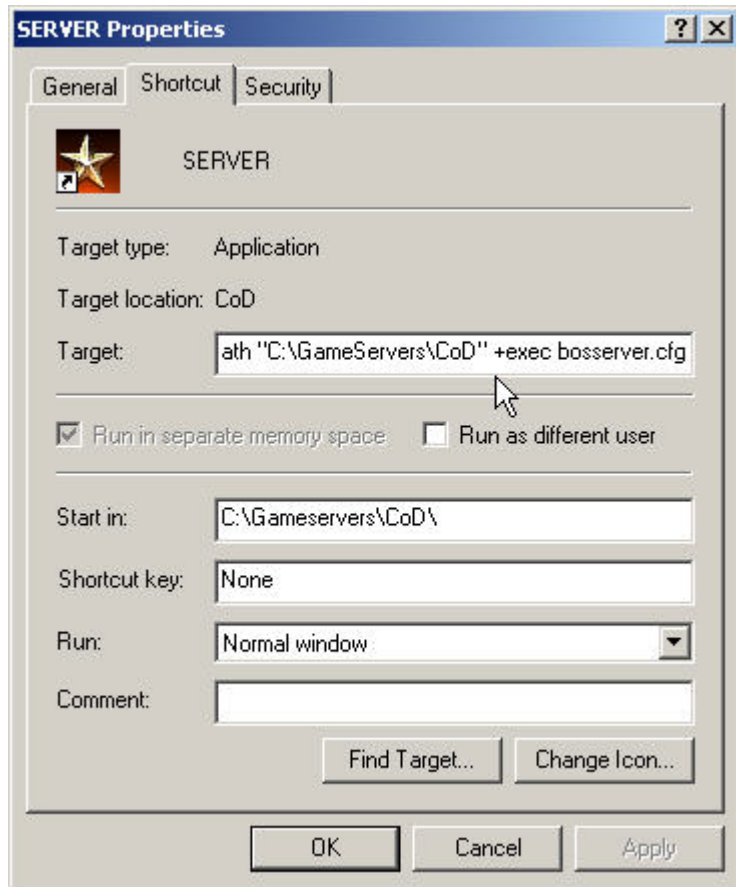
Notice how I simply added the command line switches to the end of the Target line. Make sure to add a space after the quotation mark "

Now click 'Apply' and your new short cut should be ready for use!

Click 'OK' and then run the shortcut.

Your game server should be running!

A console window should open and you should be able to read what is going on with your server. When loading it should look something like this

```
CoD United Offensive Console                                    _ □ ×

C:\Gameservers\CoD\uo\localized_english_pakuo00.pk3 (2578 files)
    localized assets pak file for english
C:\Gameservers\CoD\main\localized_english_pak3.pk3 (7 files)
    localized assets pak file for english
C:\Gameservers\CoD\main\localized_english_pak2.pk3 (9 files)
    localized assets pak file for english
C:\Gameservers\CoD\main\localized_english_pak1.pk3 (3736 files)
    localized assets pak file for english
C:\Gameservers\CoD\main\localized_english_pak0.pk3 (1204 files)
    localized assets pak file for english

File Handles:
----------------------
106318 files in pk3 files
------- Game Initialization -------
gamename: CoD:United Offensive
gamedate: Aug 23 2004
0 teams with 0 entities
------------------------------------------
------------------------------------------
Resolving coduomaster.activision.com


copy     clear                                        quit
```

If you are having trouble with your game server, this window can give you many valuable clues as to why. When troubleshooting a problem always look here first.

Installing your game service as a windows service

Installing the game server as a service is very beneficial. First off if your server is rebooted you can set the service to automatically start the game server at each boot up. Also, if the service crashes you can set it to restart itself. Pretty handy!

The manual method of creating a service is pretty cumbersome. Luckily a couple people developed software to do it for us. The "Cadilac" is Fire Daemon. This software gives you tons of options including scheduling. However, if you want to install more than one service you have to purchase the program. Personally I recommend it. It is a great piece of software and very easy to use. But, I'm going to show you a free software tool to create the services you need. "GamePanel" is a free software tool that not only can be used to install your game server as a service, but you can use it to admin your servers from a web interface, including start/stop the service, rcon commands, and file transfer and editing! This is a must have tool for clans that rent their own box! http://www.gamepanel.org

On to the service part…….First, download and install GamePanel from http://www.gamepanel.org
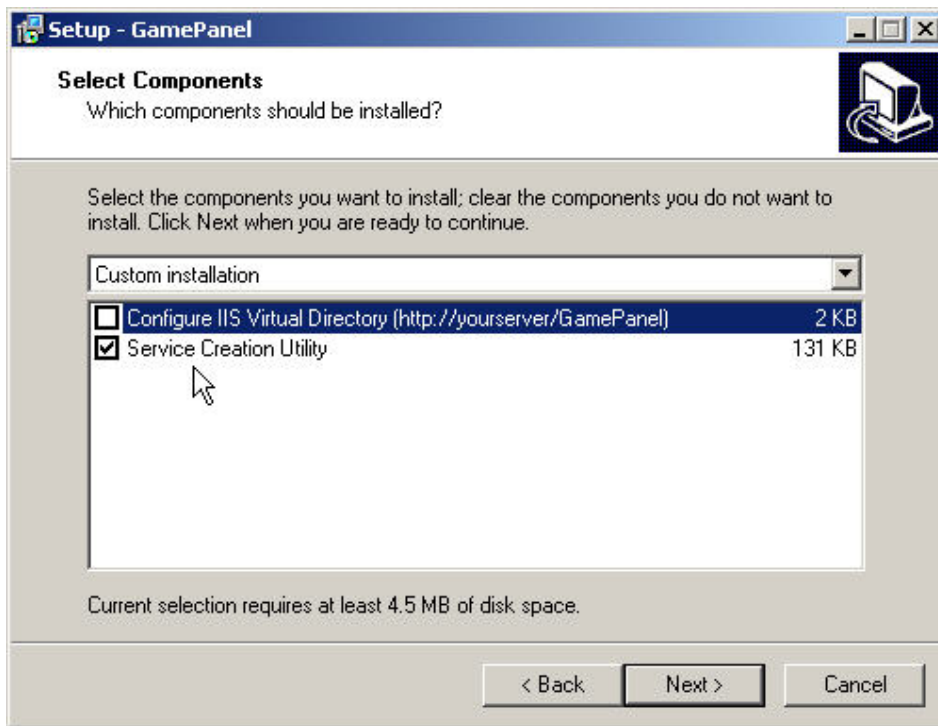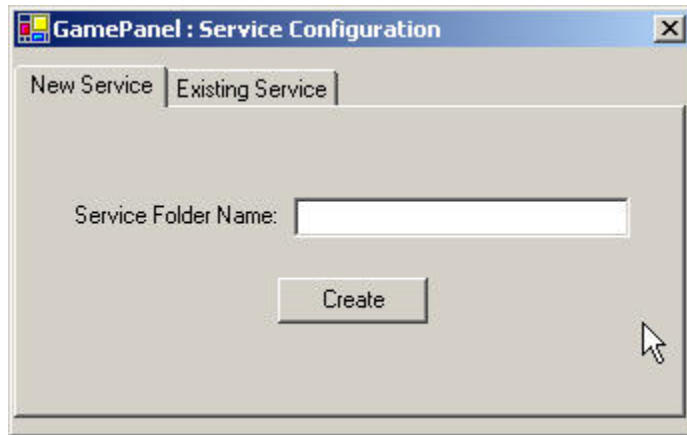

If your just installing to add your game servers as a service then uncheck the option to configure IIS as shown above during installation.

Find your newly installed program called "Manage Services" under GamePanel in your start menu

You should then be prompted with this window.

Enter the name of the Service you'll be creating, such as 'CoD' and click Create

This is the service configuration utility. Fill in the blanks with the information as requested. I'll touch on some of the items below

- Display Name:
    - Enter what you'd like to see displayed as your service name such as 'Call of Duty'
- Service Name:
    - This is the actual name of your service. It can have no spaces or special characters.
- Start Type:
    - Automatic: Starts the service when windows starts
    - Manual: Only starts when the service is manually started by you or is a dependency on another service
    - Disabled: Only starts when the service is manually started by you.
- Account:
    - The windows account used by the service
- Application:
    - Click the button to browse for the executable that will be ran when the service is started, such as CoDMP.exe
- Arguments:
    - Enter any command line options
- Working Directory:
    - Click the button and browse for the directory that your found the exe file in at the previous steps
- Priority
    - The priority at which the server will give resources to your service. Run at normal unless you're an advanced user!
- Check if Running:
    - Time interval at which the service will be checked. If it has crashed it will be restarted when set to automatic.
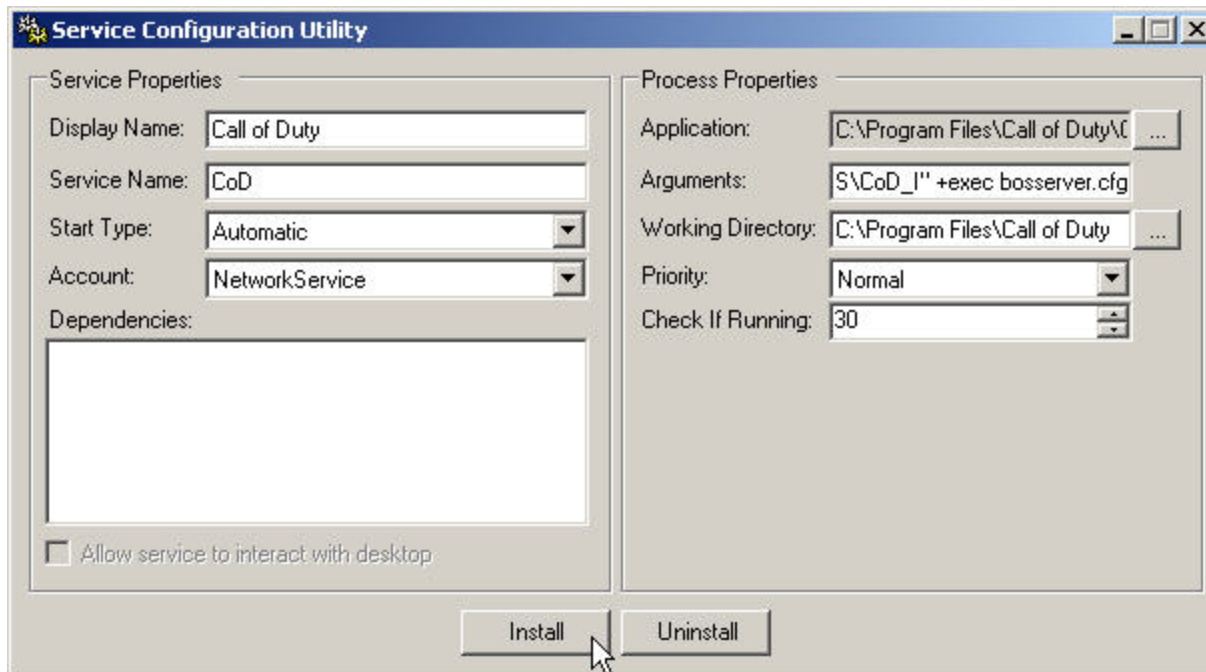
Your now ready to click 'Install'

Your server is now installed as a service. You can go to this screen
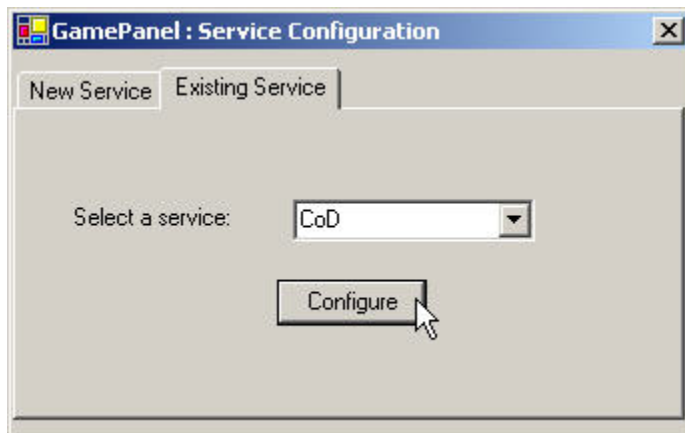
To edit your service if you ever wish to change any of the above settings. If you'd like to see the console running on the desktop you'll need to go into the service and tell it to interact with the desktop, otherwise it is run as a background service and you cannot see the console.

To edit the service to interact with the desktop go to your server's control panel and then 'Administrative Tools' from there select 'Services'.

You should now see an MMC console like this one.
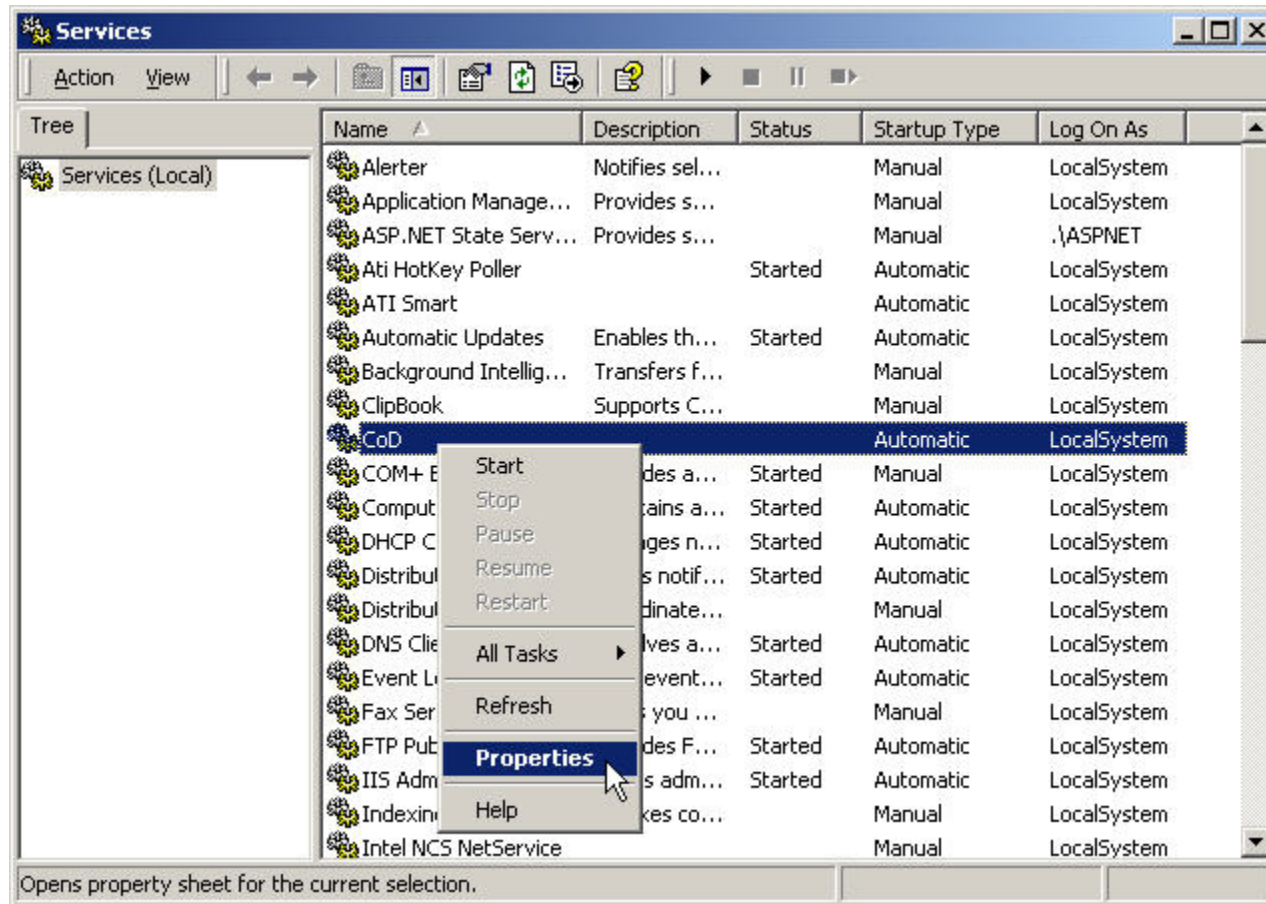
Find your newly created service and right click. Then select Properties.
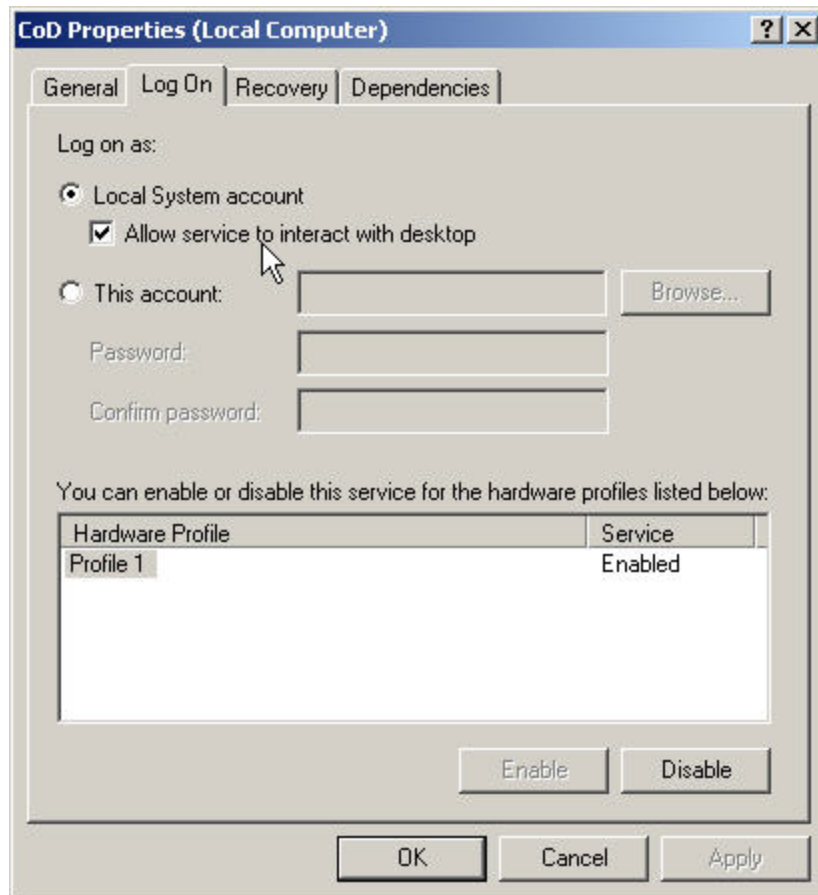
Click on the 'Log On' tab and check 'Allow service to interact with desktop'
Click 'Apply' and then 'OK'.

Call of Duty
Server Administration

Remote Control (rcon) of a CoD server is very easy as long as you know some of the basic commands and the rcon password to the server.

To "login" to rcon you simply issue the command \rconpassword and then the password assigned by the server administrator. Note the '\' before the command. This is required in CoD server administration. Failure to issue the \ before a command will cause the information your typing to be broadcast into the server for everyone to read.
To begin issuing commands simply connect to the CoD server and bring up the console screen by pressing the tilde key `.

\rconpassword whateverpasswordyouwant
The above command will log you into rcon. You do not need to enter the password again unless you disconnect from the server. A helpful way of doing this is to create a configuration file that logs you into the server automatically. Create a new notepad document and put the above command into the document. Save the document and then change the file exstention from .txt to .cfg and save the file in your \MAIN directory of your CoD installation. Once you have completed this to log into rcon is simple enough. Connect to the CoD server and bring up a console screen. Type the following command:

Once logged into rcon you can start issuing commands. Below is a list of commands and their syntax.

Remember the command MUST be prefixed with \rcon or you will get an error that the server is not running.

RCON COMMANDS
For CoD
Status
Displays the map name and the player information of all players on the server. Use this to find someone's IP address or their client number.
Example usage:
\rcon status

Serverinfo
Displays the server settings in detail

Exec serverconfig
Executes a config file on the server. Good for when there is a separate config for a match.
Example usage:
\rcon exec twlconfig

Say "Hello"
Displays text from 'console' in game
Example usage:
\rcon say "This is a test from console"

Map [mapname]
Changes the current map to the map specified

Map_rotate
Changes to the next map in the server's map rotation

Map_restart
Restarts the current map

Clientkick x
Replace the 'x' with the client number of a player to kick that player from the server

Set g_password xyz
Sets a password that visitors must enter to join your server. Replace xyz with any password you like.

Set rconpassword xyz

Changes the rcon password to xyz. After you change the rcon password you'll need to login to rcon again using the new password.

Set g_gametype XX

Changes the game type to the type specified
SD search & destroy, TD teamdeathmatch, RE retrieval, DM deathmatch, BEL behind enemy lines, HQ HeadQuaters

Set scr_friendlyfire x

Replace x with a number to change the friendly fire settings
0 – off
1 – on
2 – reflective
3 – Shared

Set sv_kickBanTime

Temporary ban duration in seconds

Set scr_drawfriend x

Replace x with a number to change the avatar settings
0 – Friendly avatar off
1 – Friendly avatar on
Example usage:
\rcon set scr_drawfriend 1

Set scr_killcam x

Turn on or off the kill cam by replacing the x with a 1 or 0.

Set scr_speclock x

Turn on or off the ability to spec the opposite team by replacing the x with a 1 or 0.

banUser [name]

Bans a user by their ingame name. Writes their GUID to ban.txt

banClient [id]

Bans a user by their client number. Writes their GUID to ban.txt

tempBanUser [name]
Kicks and temporarily bans player by name from server.

tempBanClient [id]
Kicks and temporarily bans player by client id from server
unban [name]
Unban every player banned with [name]. If you want to unban a single player whose name appears more than once, you should edit "ban.txt" manually.

tell [id]
Sends private message to specified client id

set scr_allow_bar "1" //0 - disable weapon 1 - enable weapon
set scr_allow_bren "1"
set scr_allow_enfield "1"
set scr_allow_fg42 "0"
set scr_allow_kar98k "1"
set scr_allow_kar98ksniper "1"
set scr_allow_m1carbine "1"
set scr_allow_m1garand "1"
set scr_allow_mp40 "1"
set scr_allow_mp44 "1"
set scr_allow_nagant "1"
set scr_allow_nagantsniper "1"
set scr_allow_panzerfaust "1"
set scr_allow_ppsh "1"
set scr_allow_springfield "1"
set scr_allow_sten "1"
set scr_allow_thompson "1"

Console Commands

From http://www.planetcallofduty.com

banClient <client number> Bans by client number.
banUser <name> Bans by client name.
bind <key> <command>;<command> Binds command(s) to a key. +/-
bindlist Lists all binds.
centerview Centers you view to straight forward.
clear Clears the console window.
clientinfo Lists client information.
clientkick <client number> Kicks a client by client number.
cmdlist Lists all CoD commands.
condump <file name> Dumps the console to a file.
configstrings Lists configuration strings.
connect <ip address> Connects to a server by IP address.
cubemapShot <size> <filename> [water r g b r g b] [fesnel n n] Creates a panorama screenshot and saves it to **<filename>.tga.** Size must be greater than 2 and less than 1024.
cvar_restart Resets all cvars to defaults.
cvardump Lists all CoD cvars.
cvarlist Lists all CoD cvars with attributes.
demo <demo file name> Plays the demo file.
dir <directory> [extension] Lists files in <directory> of type [extension].
disconnect Disconnect from server.
dumpuser <user name> Lists user information.
echo <string> Echoes a string to the console.
exec <config file> Executes a config file.
fdir <file filter> Lists files in current directory using a filter, ie. *b*.pk would list all .pk files with a "b" in the name.
fs_openedList Lists opened .pk files.
fs_referencedList Lists referenced .pk files.
fullpath Shows the path of all the loaded .pk files.
gameCompleteStatus Sends game complete status to master server.
gfxinfo Lists graphics information.
gocrouch Player's stance goes to crouch position.
goprone Player's stance goes to prone position.
imagelist Lists all images used.
kick <player name> Kicks a player. Use "all" to kick all players.
killserver Kills the server.
localservers Lists local servers.
lowerstance Lowers the player's stance.
map <map name> Sets the map to <map name>.
map_restart Restarts the map.
map_rotate Rotates to the next map in the rotation.
meminfo Lists game memory information.
midiinfo Lists Midi information.
modelist Lists supported video modes.
net_dumpprofile Dumps network profile info.
net_restart Restarts networking socket.

password <password> Sets the password used to log into a server.

path Shows the path of all the loaded .pk files.

quit Quits the game.

raisestance Raises the player's stance.

rcon <remote commands> Executes <remote commands> on the server if rconpassword has been set correctly.

rconaddress <IP address> Sets the IP address for rcon commands. Can be used to admin a server you aren't connected to.

rconpassword <password> Sets the password used fro rcon commands.

reconnect Reconnects to last server connected to.

record [file name] Starts recording a demo to <file name>

reset <cvar> Sets a cvar to .

say <string> Broadcast string to spectators.

say_team <string> Broadcast string to teammates.

screenshot Takes a screenshot and saves it as a .tga file.

screenshotJPEG Takes a screenshot and saves it as a .jpg file. You can also press F12.

serverinfo Provides subset of info from serverstatus command.

serverstatus Provides same server info you get from Server Info button on Join menu.

seta r_picmip 2 Low Graphics Quality

seta ai_corpseCount "64" This is the number corpses found on the battle field (can also be changed in "options" menu

seta cg_blood "1" Sets blood and the limited gore on (1) or off (0)

seta cg_drawCrosshair "1" if you want to see crosshairs ingame set it to 1 for on, or 0 for off. (also changeable in "options")

seta cg_drawFPS "1" show the framerate at the top of the screen

seta cg_gameBoldMessageWidth "60" to reduce the text size ingame, change the value lower than 60

seta cg_gameMessageWidth "70" how wide the text spreads across your screen

seta cg_hudAlpha "1.0" make this number a decimal to make the compass transparent

seta cg_shadows "0" sets shadows on (1) or off (0)

seta cg_subtitles "0" sets subtitles on (1) or off (0)

seta cg_subtitleWidth "60" the width of the subtitle text

seta com_maxfps "0" limits your fps (frames per second) on (1) or off (0) to have unlimited

seta con_minicon "0" shows mini console, just like in MoH (1 for on and 0 for off)

seta con_miniconlines "5" adjusts the location of the small console

seta con_minicontime the "4" adjusts time to do with the miniconsole

seta r_fullscreen "1" play to play fullscreen set 1 (on) or play windowed (0)

seta r_gamma "1,35938" range of the picture, can be changed in "options" menu

set <cvar> <value> Sets a cvar which only remains for this session.

seta <cvar> <value> Sets a cvar which is saved to config_mp.cfg.

setfromcvar <cvar> <cvar> Sets the value of <cvar> to the value of <cvar>.

setRecommended Sets to Optimal System Settings, as from Options menu.

shaderlist Lists all shaders used.

showip Shows your IP.

snd_list Lists all sound files used.

snd_restart Restarts sound sub-system.

startSingleplayer Switches to single-player mode.

status Displays info about server including player names, numbers, and IP's.

stoprecord Stops recording a demo.

stringUsage Displays string usage space.

systeminfo Shows system information.

toggle <cvar> Toggles a cvar on/off

toggleconsole Toggles the console on/off.

togglecrouch Toggles crouch stance.

toggleprone Toggles prone stance.
unbind <key> Removes a key bind.
unbindall Removes all key binds.
vid_restart Restarts video in default size. Can be used to return to fullscreen from an Alt-Enter window.
vstr <string> Executes a variable string.
writeconfig <file name> Writes your current configuration to <file name>.

How to add color to your name in multiplayer

Call of Duty allows you to write your nickname in color for the multiplayer. To do that just press ^ (shift-6) then a number 0-7, then type the letters you'd like in that color.

Colors:

- 1 - red
- 2 - green
- 3 - teal
- 4 - blue
- 5 - light blue
- 6 - pink
- 7 - gray
- 0 - black